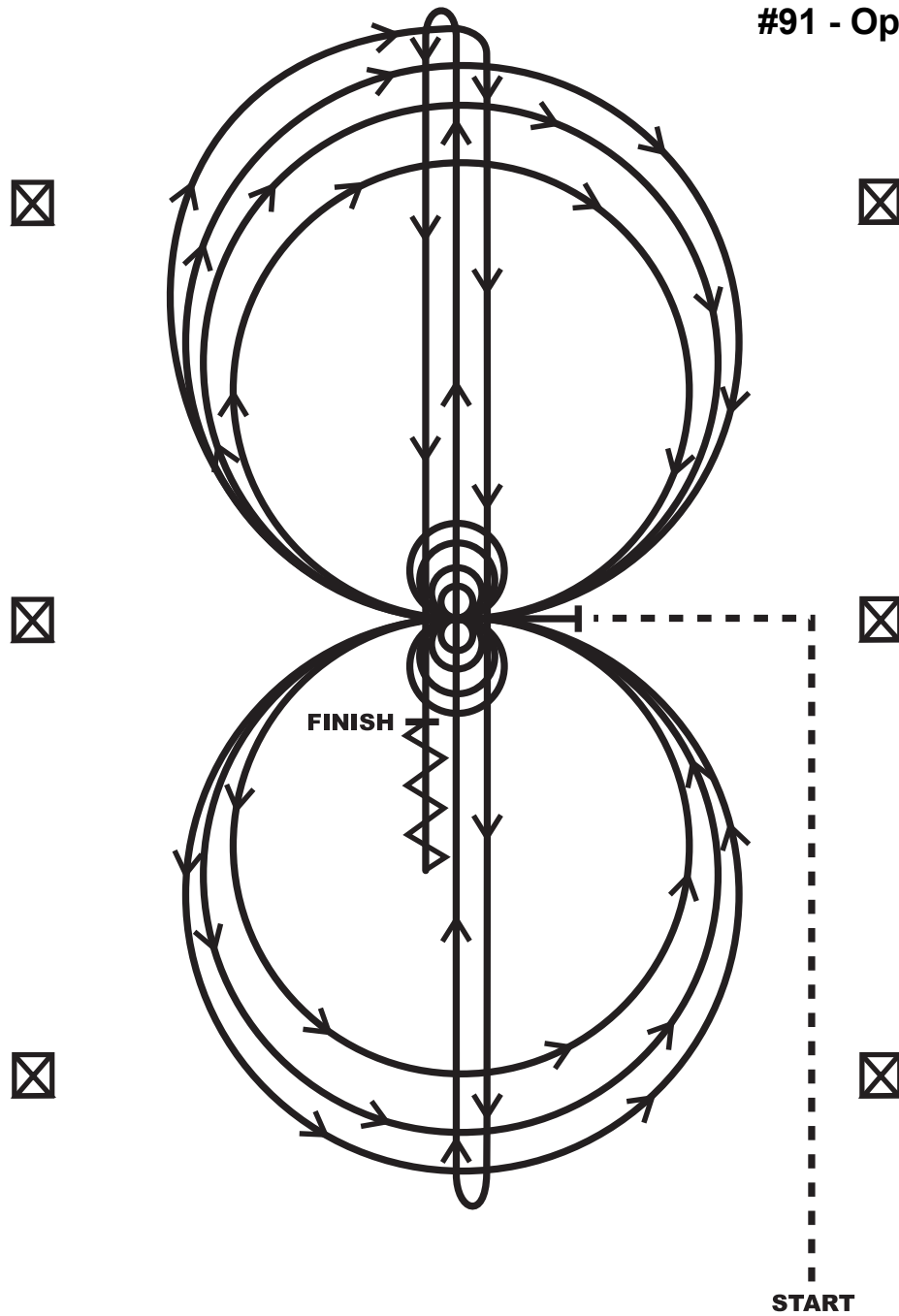


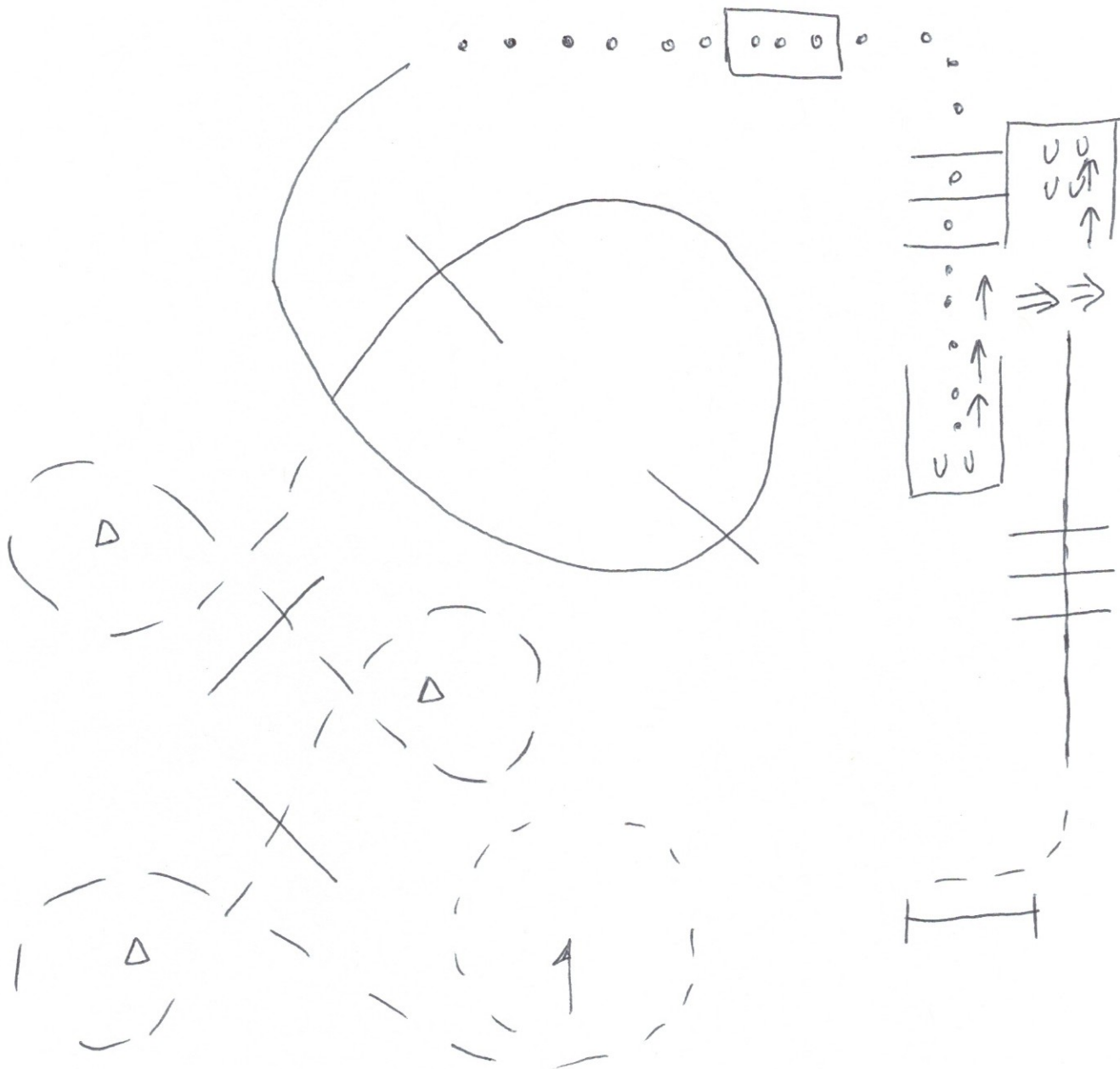
START



1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Ranch Trail (all)

Saturday June 14th

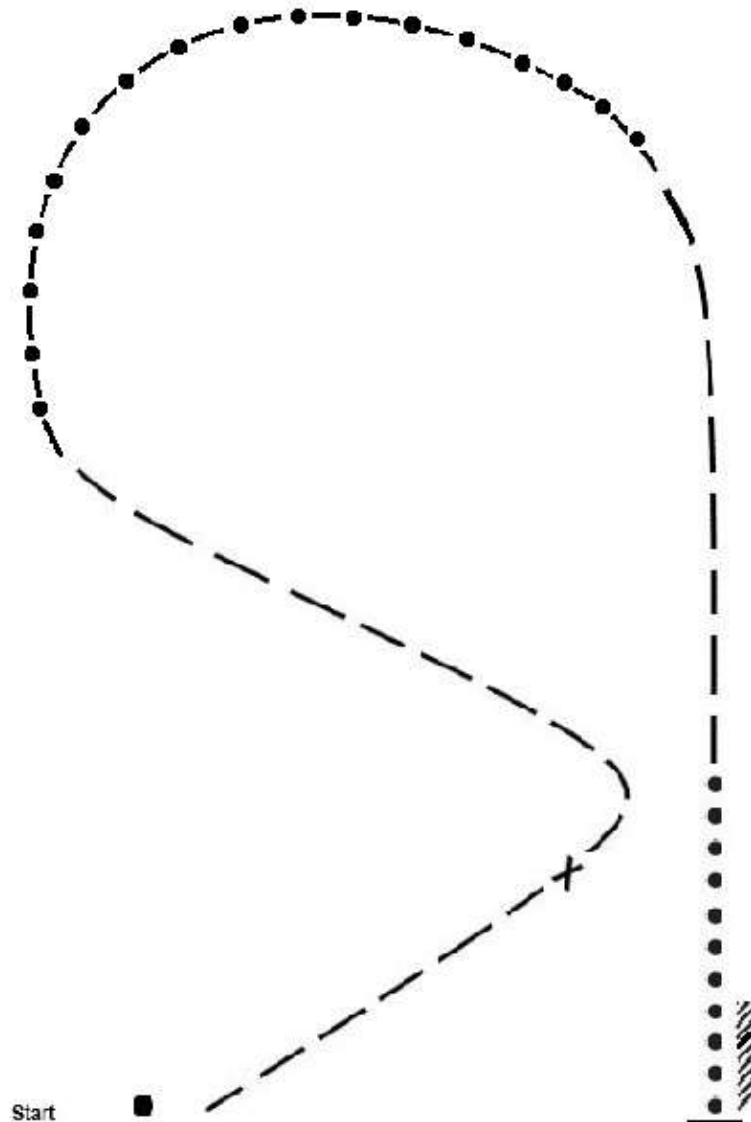


- ① work drag (non drag class) - pickup + ring bell
- ② extended trot around and over poles
- ③ lope RL over poles
- ④ break to walk. walk over bridge + poles
- ⑤ back, side pass left back
- ⑥ lope LL over poles trot to gate
- ⑦ LH gate

HUNT SEAT EQUITATION

All Breed W/T, Small Fry

L1 Youth W/T, L1 Amateur W/T

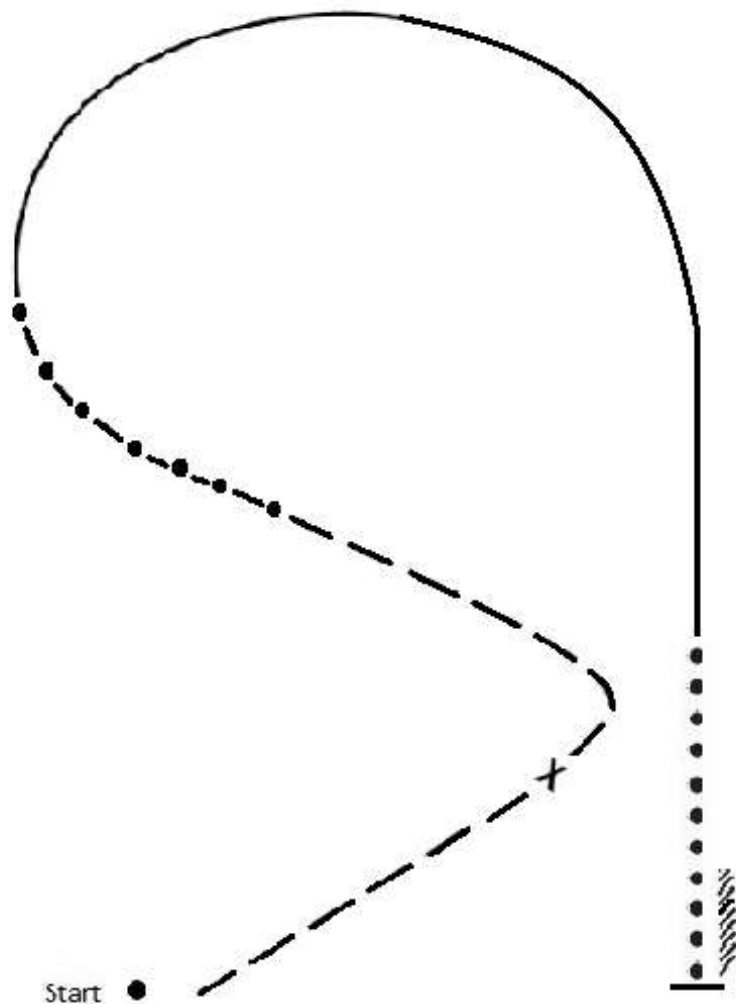


1. Trot left diagonal.
2. At X right diagonal.
3. Sitting trot across the arc
4. Trot left diagonal.
5. Forward walk.
6. Halt and back approximately 1 horse length.
Pattern is complete.

John Pipkin Pattern

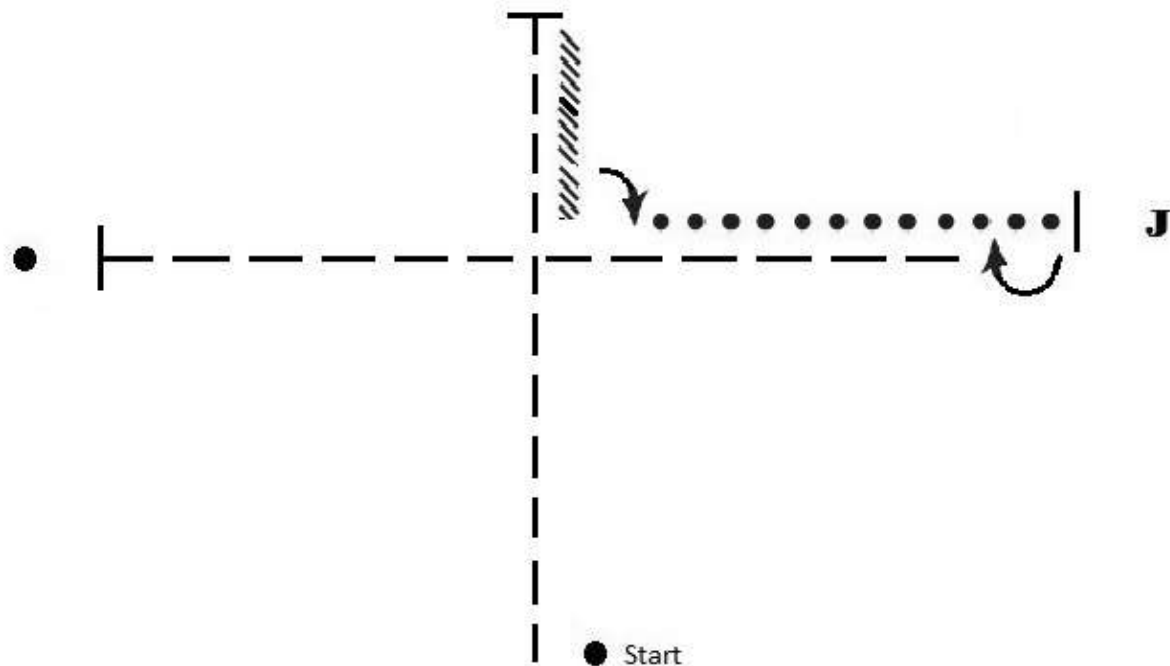
HUNT SEAT EQUITATION

All Breed, L1 Youth & L1 Amateur



1. Trot left diagonal.
2. At X right diagonal.
3. Sitting trot
4. Canter right lead across the arc and down the line.
5. Forward walk.
6. Halt and back approximately 1 horse length.
Pattern is complete.

SHOWMANSHIP
All Breed
L1 Youth & L1 Amateur



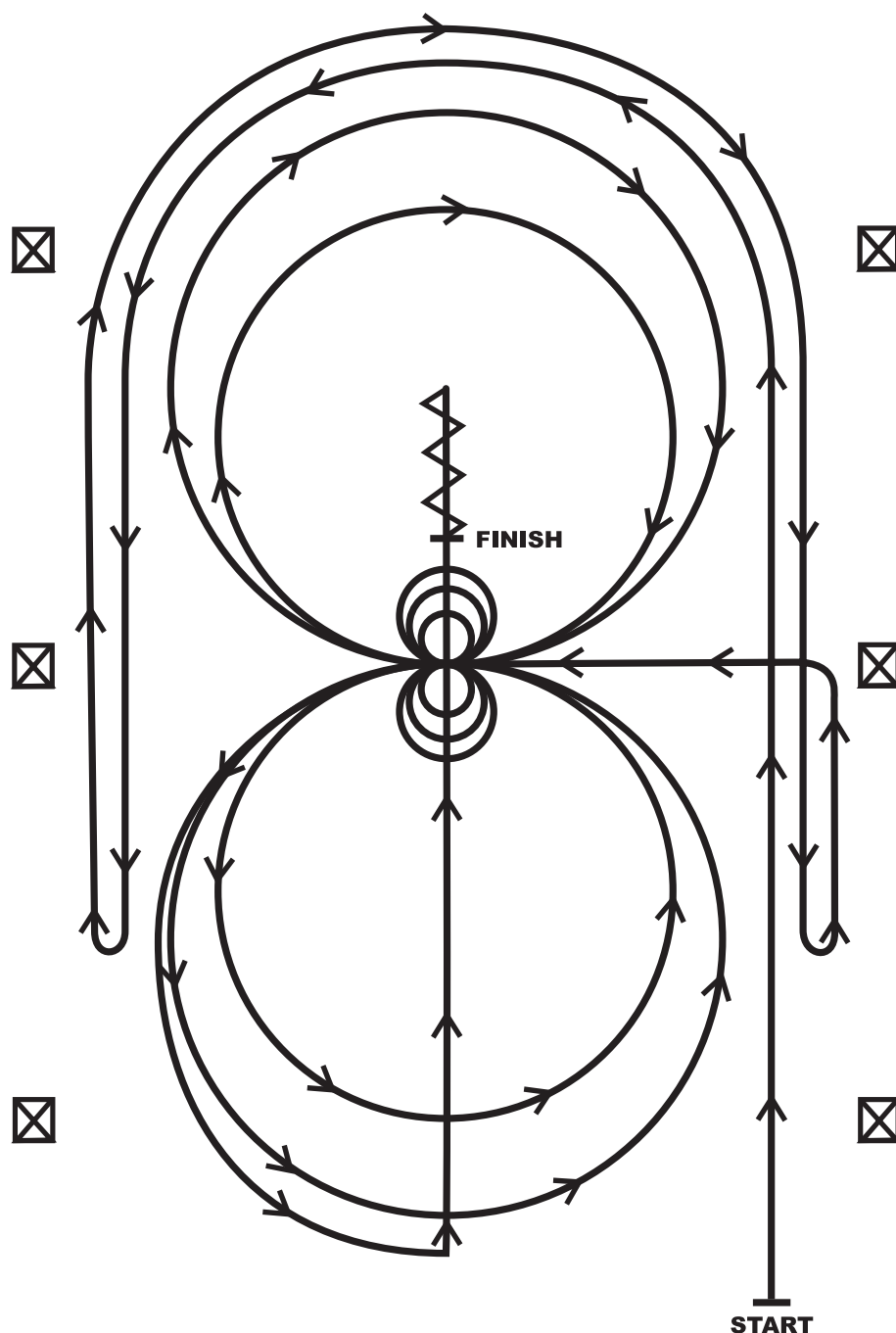
1. Trot past Judge, stop.
 2. Back until horse's hip is even with Judge.
 3. 90° (1/4) turn.
 4. Walk to Judge, stop.
 5. Set up.
 6. Inspection.
 7. When excused, 180° (1/2) turn.
 8. Trot to cone, stop.
- Pattern is complete, exit at a walk or trot.

REINING PATTERN B

Approved only for Level I Youth & Amateur, Youth I3 & Under

#86 - L1 Youth Reining

#88 - L1 Am Reining



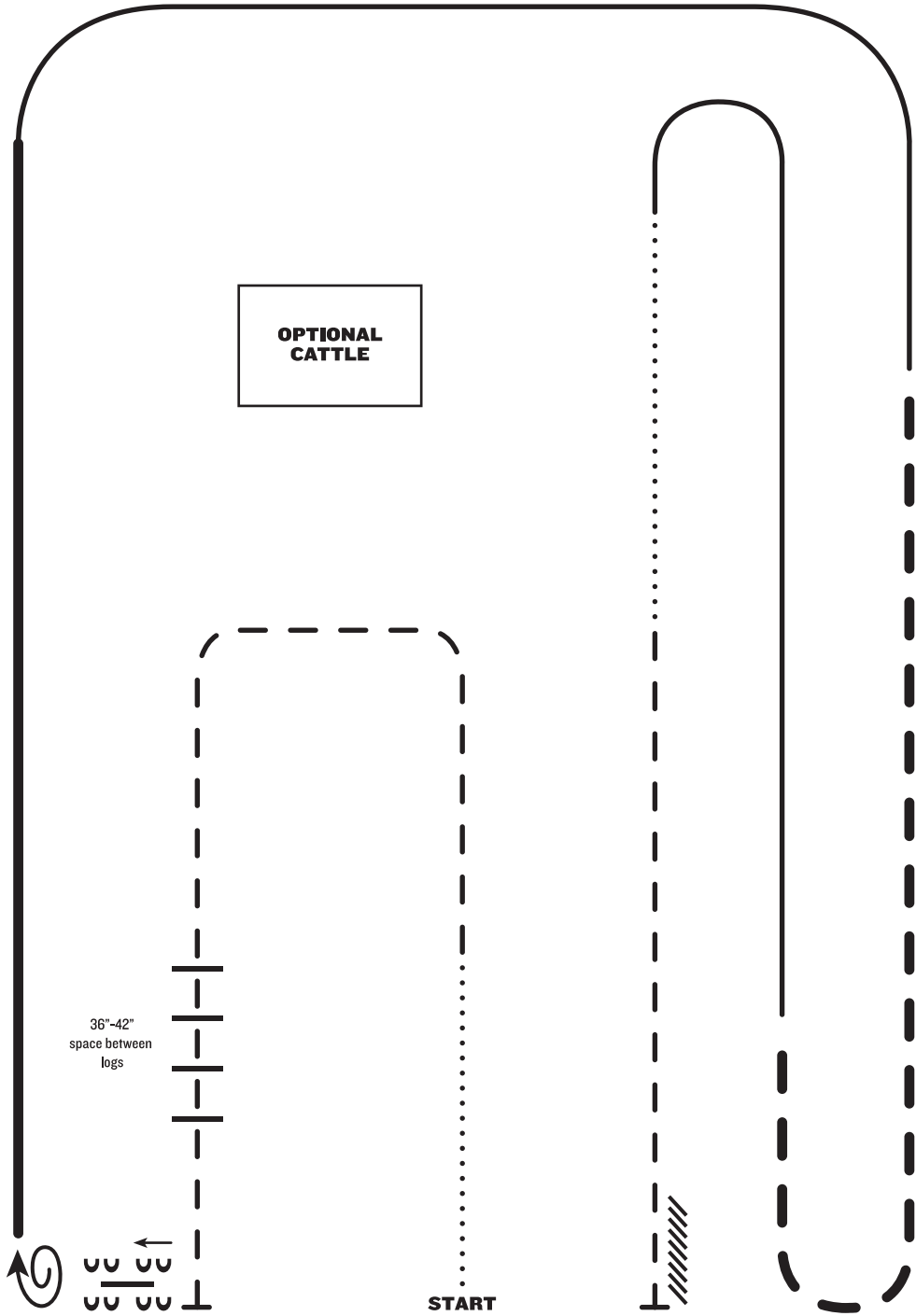
1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

RANCH RIDING - PATTERN 12

ALL

LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
\\	Lead Change

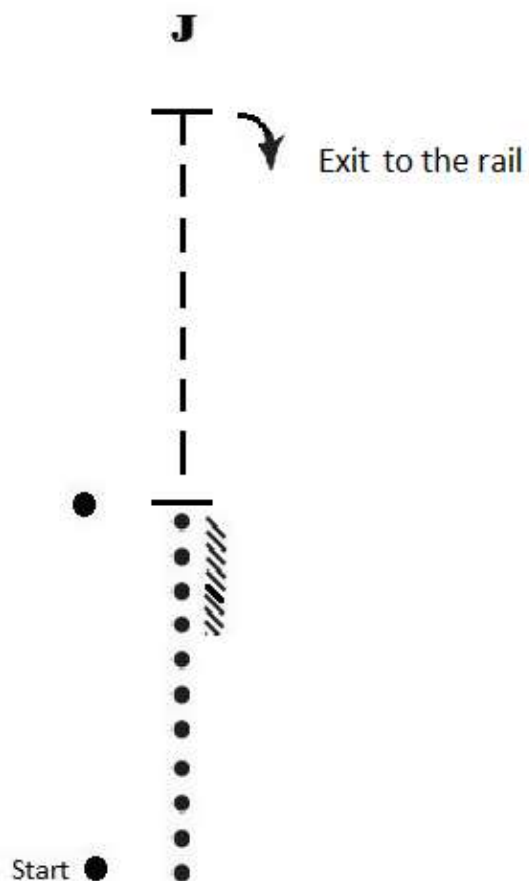


1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

SHOWMANSHIP

Small Fry

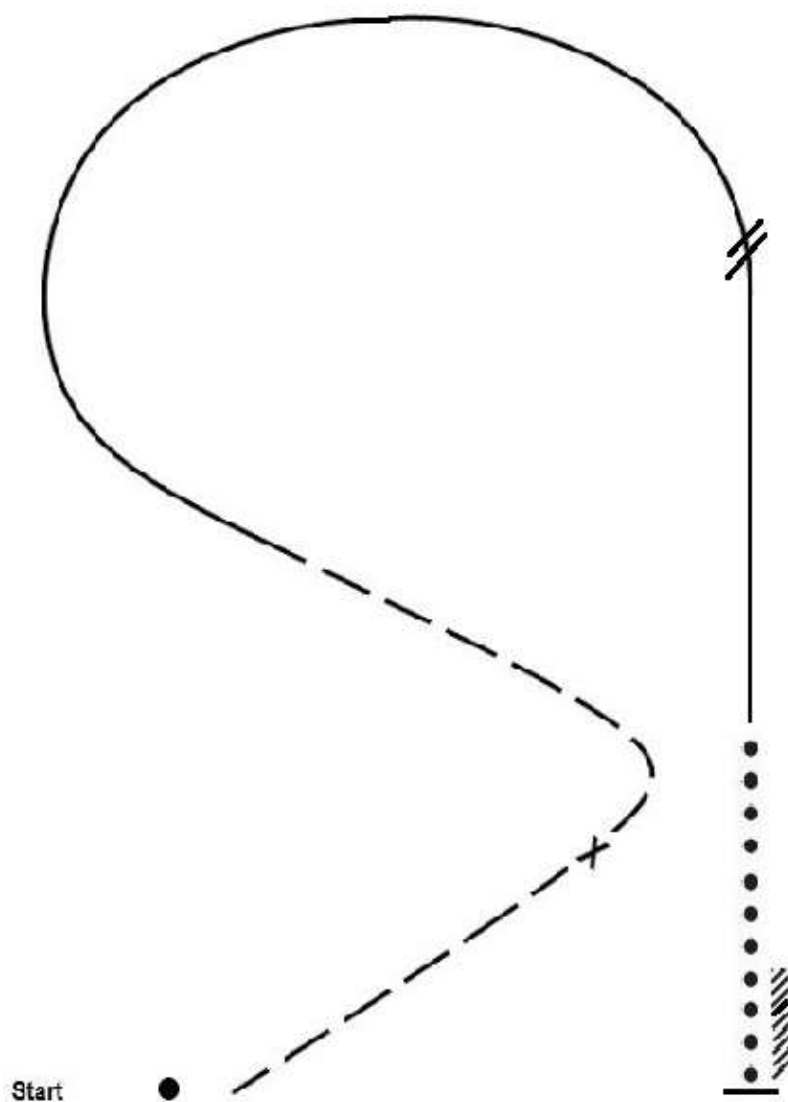


1. Walk to 2nd cone, stop.
2. Back approximately 1 horse length.
3. Trot to Judge, stop.
4. Set up.
5. Inspection.
6. When excused, 90° (1/4) turn.
Pattern is complete, exit to the rail at a walk or trot.

John Pipkin Pattern

HUNT SEAT EQUITATION

Youth, Amateur & Select

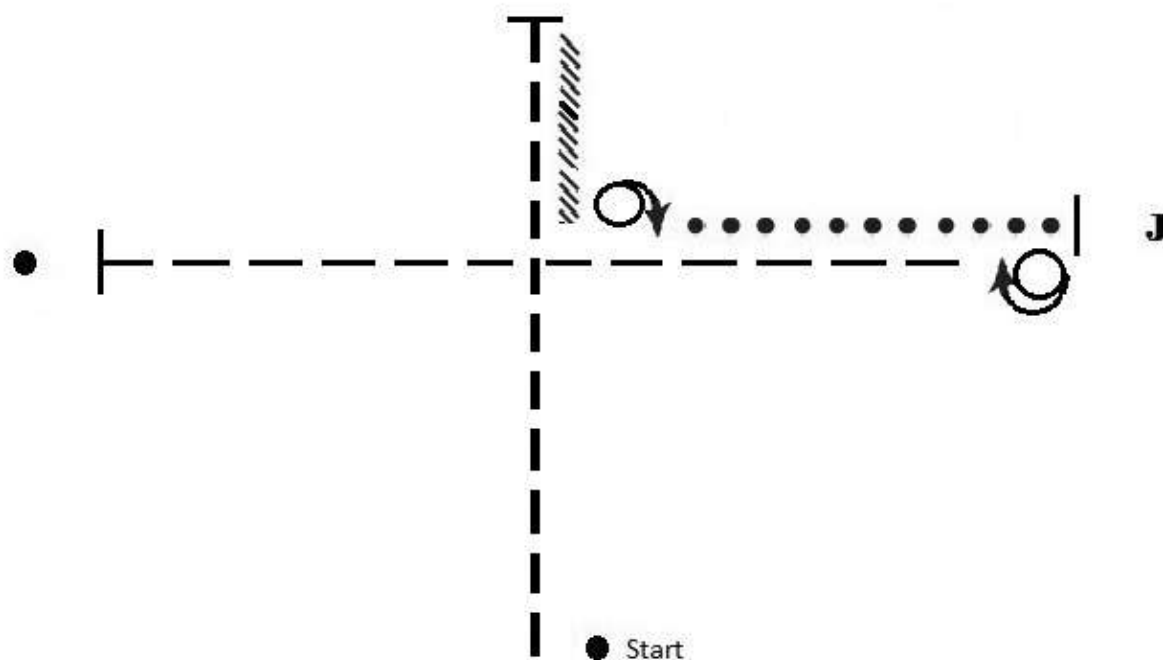


1. Trot left diagonal.
2. At X right diagonal.
3. Canter right lead.
4. Change leads, (simple or flying).
5. Canter left lead.
6. Forward walk.
7. Halt and back approximately 1 horse length.
Pattern is complete.

John Pipkin Pattern

SHOWMANSHIP

Youth-Amateur-Select



1. Extended trot past Judge, stop.
2. Back until horse's hip is even with Judge.
3. 450° ($1 \frac{1}{4}$) turns.
4. Walk to Judge, stop.
5. Set up.
6. Inspection.
7. When excused, 540° ($1 \frac{1}{2}$) turns.
8. Trot to cone, stop.

Pattern is complete, exit at a walk or trot.